GRAPHICS PROCESSING APPARATUS, METHODS AND COMPUTER PROGRAM PRODUCTS USING MINIMUM-DEPTH OCCLUSION CULLING AND ZIG-ZAG TRAVERSAL

ABSTRACT OF THE DISCLOSURE

A plurality of rows of tiles is defined in a graphics display field comprising a plurality of rows of pixels, each tile including pixels from at least two rows of pixels. Occlusion flags for respective tiles of a row of tiles for a graphics primitive are set based on whether respective representative depth values for the tiles of the row of tiles meet an occlusion criterion. Pixels in rows of pixels corresponding to the row of tiles are processed for the graphics primitive in a row-by-row manner responsive to the occlusion flags. The processing may include processing rows of pixels in the row of tiles using a zig-zag traversal algorithm.